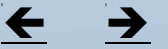


Policy simulation

Sea level rise (SLR)

Small Island Developing States (SIDS)



Origins

[Challenge](#)

[Solution](#)

Start

[Development](#)

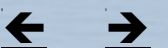
Stakeholders

Questions

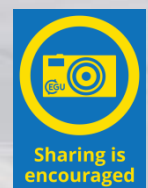
Debriefing

[Geosci Comm](#)

[Abstract](#)



https://doi.org/10.5194/egusphere-egu26-390



UNIVERSITÉ CÔTE D'AZUR



UNIVERSITÉ INTERNATIONALE DE LA MER



European Geosciences Union



Challenge

How to give people:

- a sense of the complexities &
- a taste of stakeholder negotiations

involved in:

- Sea-level rise (**SLR**) & climate change
- Small Island Developing States (**SIDS**)
- Developing **policy** and planning

How ????



Origins

[Challenge](#)

[Solution](#)

Start

[Development](#)

Stakeholders

Questions

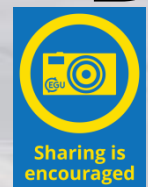
Debriefing

[Geosci Comm](#)

[Abstract](#)



<https://doi.org/10.5194/egusphere-egu26-390>



UNIVERSITÉ
CÔTE D'AZUR



UNIVERSITÉ
INTERNATIONALE
DE LA MER



European
Geosciences
Union



Solution

Use a policy exercise or policy simulation

- But at what level of complexity??
 - Elaborate and insert all the complexity into a simulation design?, or
 - Start with a simple situation and let it generate its own complexity naturally? = **SIMPLEX**



Origins

[Challenge](#)

[Solution](#)

Start

[Development](#)

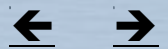
Stakeholders

Questions

Debriefing

[Geosci Comm](#)

[Abstract](#)



<https://doi.org/10.5194/egusphere-egu26-390>